Adventurer 2800

memory-map®

Start here, go anywhere™

"Very easy to use with amazingly fast screen compared to others."
Graham Thompson,
Trail Magazine

User Guide

Introduction

Welcome to the Adventurer 2800 - ready to use straight from the box with selected pre-loaded Ordnance Survey 1:50,000 Landranger maps of Britain's National Parks. Existing Memory-Map mapping on your PC can also be easily uploaded to the device as well as routes, tracks and marks.

Contents

Getting Started

To turn on your GPS make sure the main battery switch is in the up position and then hold the power switch upwards until the unit turns on. After the unit has powered on you will be presented with the main menu.

Tap the **Maps** button to launch Memory-Map.

The **Apps** button is reserved for launching future third party programs such as the optional in-car navigation software

The **Picture** button lets you look at pictures stored on the SD card in the Pictures folder.

The **Settings** button lets you change settings for the device.

Charging the device

The Adventurer 2800's battery can be charged using the included mains charger, car charger or USB charger when connected to your PC. For the quickest charge we recommend using the mains charger.

When not in use please make sure the battery switch is set to off to preserve the power in the battery for when you next use the device.

Getting the most from the battery

To get the most from the battery we recommend setting the backlight timeout to either 30 seconds or 1 minute, depending on what suits you. These options can be changed by tapping the Settings button on the main menu when the device is turned on and then selecting **Power Save** and adjusting the **Backlight Off Time**.

Using Memory-Map

Tap the **Maps** button to launch Memory-Map

Once Memory-Map has opened it will automatically begin looking for a GPS signal. Once a signal has been acquired the **GPS Lock** button will become solid. Tap on this lock button and your current location will be displayed and locked to the screen. You are now ready to go! As you move the map will scroll underneath your position so you will always know where you are.

You can get further GPS information, such as signal strength and positional data by tapping the **Menu** button, then the **Settings** button. On the **Settings** menu tap **GPS** and then either **Satellites** to display satellite strength information, or **Position** to display positional information such as grid reference, speed etc.

GPS Lock
Shows your current position on screen and automatically scrolls the map as you move

Go to mark
Shows a list of the nearest marks and waypoints to your location. Tap on one to begin navigation

Menu
Expands the icon menu to provide more options

Position
Your current location. The arrow indicates the direction you are heading in

Heading
Displays the heading to take to reach the next mark or waypoint

Navigation Display
Displays navigation information to reach the next mark or waypoint

Zoom in
Tap to zoom into the map. If available, more detailed maps will be displayed as you zoom in

Battery Indicator
Glows blue to indicates the battery is charging. The light will go out when the battery is charged

Zoom out
Tap to zoom out from the map. If available, less detailed maps will be displayed as you zoom out

Settings & Overlay Options

Allows you to manage the overlays on your device and change advanced settings

Map List

Allows you to quickly jump to a different scale map at your current location

Menu

Returns you to the original icon menu

Exit

Saves all your overlays and exits the program

Info

Displays the status of the GPS

Data Display

When selected displays positional coordinates wherever you tap the screen

Add Mark

When selected places a mark wherever you tap on the screen
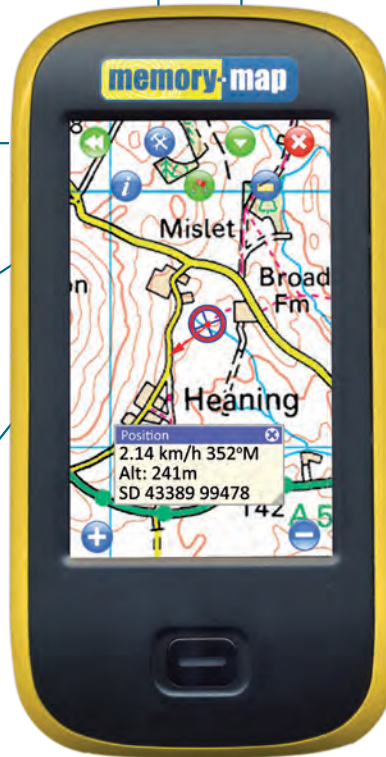
Power On / Off

Hold switch in the up position for a few seconds to turn on the GPS. Slide the switch to the Hold position to lock the device and disable the touchscreen

Battery switch

Disconnects the battery inside the device to conserve battery power when the unit is not being used for a long time. Please set to on before turning on the GPS

Connecting the GPS to Memory-Map on your PC

Unlike Pocket PCs or Garmin GPS units the Adventurer 2800 is seen by your PC as a removable drive. This means in Memory-Map you **do not** connect or interact with the device using the options under the GPS menu. Maps, routes and tracks can be sent to the device using the steps in the following sections.

Transferring routes, tracks and waypoints to and from your PC

You can transfer overlay data to and from your Adventurer 2800 and Memory-Map by connecting the device to your PC using the included USB cable.

Transferring routes, tracks and marks to the Adventurer 2800

Routes, tracks or marks can be transferred from Memory-Map on your PC to the Adventurer 2800 by following the steps below:

1) Connect your Adventurer 2800 to your PC with the supplied USB cable and tap the **USB Mass Storage** button on the screen. The 2800 will now be seen by your PC as two removable drives.

2) In Memory-Map on your PC, right-click on the route, track or mark in question and choose the **Save As** option.

3) In the **Save As** window choose the Removable Drive that contains the SD card inside your Adventurer. It can be easily identified as it will contain a number of Memory-Map folders and a **Userdata** folder as below. Double-click on the Userdata folder and give the file a name so that you can recognise it on the device and then click Save.
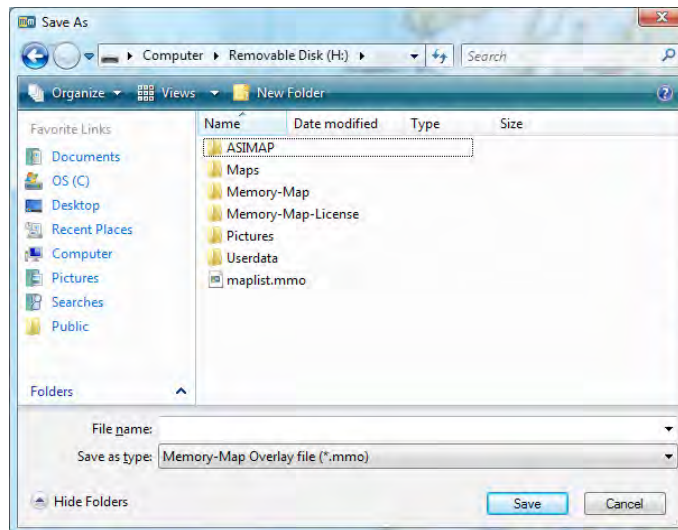
4) Unplug the USB cable from the 2800 and then launch Memory-Map. Tap the **Menu** icon and then the **Settings** icon and then tap **Overlay > Open**. A list of files will be displayed, select the file you wish to open and it will be displayed on the map.

Transferring routes, tracks and marks from the Adventurer 2800 to your PC

To save your routes, tracks and marks for viewing in Memory-Map on your PC please follow the steps below:

1) In Memory-Map on the 2800 tap the **Menu** button and then the **Settings** button and then select **Overlay > Save As** from the menu. Give the file a name using the keyboard button and then tap **OK** to save.

2) Connect your Adventurer 2800 to your PC with the supplied USB cable and tap the **USB Mass Storage** button on the screen. The 2800 will now be seen by your PC as two removable drives.

3) In Memory-Map on your PC click **Overlay > Import**. In the Open window that appears choose the Removable Drive that contains the SD card inside the unit. It can be easily identified as it will contain a number of Memory-Map folders and a **Userdata** folder.

Double-click on the Userdata folder and then open the file you previously saved on your Adventurer 2800. The overlay file will now be displayed on your PC.

Sending maps to the Adventurer 2800

Both existing Memory-Map V5 maps and Memory-Map Digital Map Shop maps can be sent to the Adventurer 2800 and stored on the SD card.

To open maps on the GPS tap the **Menu** button and then the Settings button and then tap **Map...**

A list of maps will appear. If you have recently sent a map from your PC tap the Refresh button to update the map list. To open a map tap once on the name and the map will be displayed.

### *Sending non Digital Map Shop maps*

If you have existing Memory-Map V5 maps that are not Digital Map Shop maps then they can be sent to your Adventurer 2800 in a number of ways. Please note that there is a limit of up to 400MB per map so please make sure your maps are below this size when sending to the GPS.

Method 1 – Sending the whole map

If the map is under 400MB in size then you can send the whole map in one go by following the steps below:

1) With the Adventurer 2800 powered on connect the GPS to your PC with the supplied USB cable and tap the **USB Mass Storage** button on the screen. The 2800 will now be seen by your PC as two removable drives.

2) In Memory-Map on your PC open the map you wish to send and then click **Mobile Device > Send Map...**

A window similar to the one below will appear:
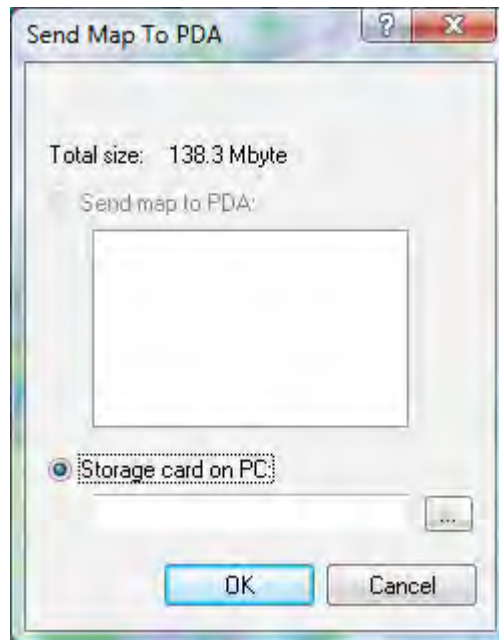
Click the **Storage card on PC** button and then the [...] button.

In the **Browse for Folder** window choose the Removable Drive that contains the SD card inside the unit. It can be easily identified as it will contain a number of Memory-Map folders and a **Userdata** folder. Double-click the **Maps** folder to select it and then click **OK** to send the map to the device.

Method 2 – Sending the visible map portion on screen

If the map you want to send is over 400MB in size, or you only want to send a portion of it to the GPS then please follow the steps below.

1) With the Adventurer 2800 powered on connect the GPS to your PC with the supplied USB cable and tap the **USB Mass Storage** button on the screen. The 2800 will now be seen by your PC as two removable drives.

2) In Memory-Map on your PC open the map you wish to send and move to the area you require. You can zoom in or out to adjust the area until you are happy you have the area covered.

3) Click **Mobile Device > Send Visible Map Portion...**

A window similar to the one above will appear.

If you wish to give map a name type this into the **Name** box.

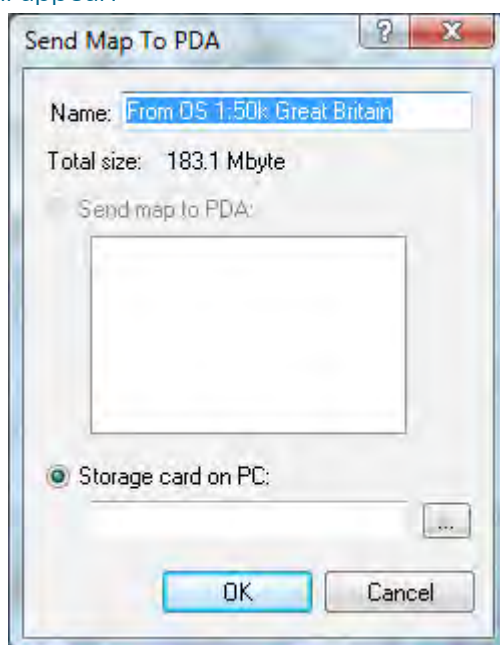Click the **Storage card on PC** button and then the [...] button.

In the **Browse for Folder** window choose the Removable Drive that contains the SD card inside the unit. It can be easily identified as it will contain a number of Memory-Map folders and a **Userdata** folder. Double-click the Maps folder to select it and then click **OK** to send the map to the device.

Method 3 – Sending an enclosed area

To gain more control over the area of map you are sending you can send an area enclosed by a route that you have drawn. To do this please follow the steps below:

1) With the Adventurer 2800 powered on connect the GPS to your PC with the supplied USB cable and tap the **USB Mass Storage** button on the screen. The 2800 will now be seen by your PC as two removable drives.

2) In Memory-Map on your PC open the map you wish to send and move to the area you require. Click the **Route** button on the toolbar and create a route around the area you wish to send. You can **zoom** out if you wish so you can see more of the map. While creating a route you can use the arrow keys on your keyboard to move the map around.

3) When you are finishing your route please make sure the last waypoint finishes on top of the first one so that you have made an enclosed route.

4) Right-click on the route you have created and select the menu option **Operations > Enclosed Area > Send to Mobile Device...**

A screen similar to the one below will appear:

If you wish to give map a name type this into the **Name** box. Please also make sure that the size of the map does not exceed 400MB. If it does, click the **Cancel** button and resize your route

Click the **Storage card on PC** button and then the [...] button.

In the **Browse for Folder** window choose the Removable Drive that contains the SD card inside the unit. It can be easily identified as it will contain a number of Memory-Map folders and a **Userdata** folder. Double-click the Maps folder to select it and then click **OK** to send the map to the device.

Sending Encrypted or Digital Map Shop maps to the Adventurer 2800

Digital Map Shop and encrypted maps are different to older maps in that they have to be unlocked on both your PC and mobile device. Digital Map Shop products include the same amount of sqkm for your mobile device as for your PC. So, for example if you have 10,000sqkm of OS 50k Landranger for your PC you will also have 10,000sqkm of OS 50k Landranger mapping for your mobile device.

Once you have downloaded and unlocked a map on your PC you can send it to your Adventurer 2800 using the following steps:

1) In Memory-Map on your PC open the map you wish to send and move to the area you require. Click the **Route** button on the toolbar and create a route around the area you wish to send. You can zoom out if you wish so you can see more of the map. While creating a route you can use the arrow keys on your

keyboard to move the map around.

2) When you are finishing your route please make sure the last waypoint finishes on top of the first one so that you have made an enclosed route.

3) Right-click on the route you have created and select the menu option **Operations > Enclosed Area > Send to Mobile Device…**

A screen similar to the one above will appear.

Click the **Storage card on PC** button and then the [...] button.

4) In the **Browse for Folder** window choose the Removable Drive that contains the SD card inside the unit. It can be easily identified as it will contain a number of Memory-Map folders and a **Userdata** folder. Double-click the Maps folder to select it and then click **OK** to send the map to the device.

5) You may be prompted with a window similar to the one below asking you to activate the map. If you are, click the **Activate** button. This screen will only appear once for each type of map you send to the Adventurer 2800.
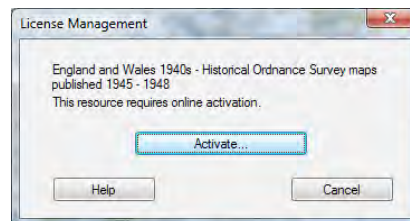
6) Digital Map Shop maps need to be activated on your Adventurer 2800 SD card as well as your PC. The following screen tells you much credit you have left to activate on a Mobile Device / SD Card and how much credit the map you are sending to the SD card will use.
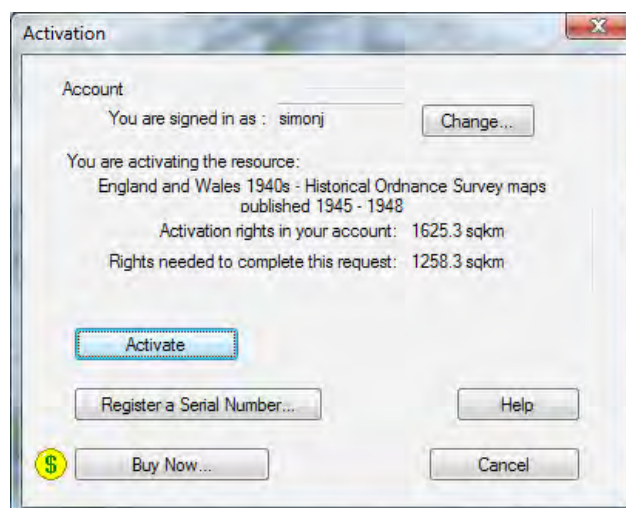
If you are happy that this the area you want to send and you have sufficient credit then click **Activate** and the map will transfer to your GPS and unlock.

If the Activate button does not appear this will mean that the area you are trying to send exceeds the amount of credit you have. Click **Cancel** and resize your route and try again.

Opening and viewing a Digital Map Shop Map on the GPS

To view a Digital Map Shop map on your 2800 please follow the steps below:

1) Tap the Menu button and then **Settings** and then **Map…** from the list

2) Tap the **Refresh** button to update the list and then open the map **OS GB Route Planner 1:1M** by tapping its name in the list.

3) Move the Route Planner map to the area covered by the Digital Map Shop map you just sent. Tap and hold on the screen where your map will be and select its name from the list of maps that appears. Your Digital Map Shop map will now be displayed.

Managing your routes, tracks and marks

You can quickly and easily delete routes, tracks and marks by tapping and holding on them and then selecting **Delete** from the menu. You may find the included Stylus helpful in doing this.

You can also manage your overlay by tapping the **Menu** button then the **Settings** button and then **Overlay > List...** from the menu. From here you can find and edit details about your marks, routes and tracks, view them or delete them.

Further details about the **Properties** of marks, routes and tracks can be found in the Memory-Map help file on your PC.

Setting up a new SD card to use in the Adventurer 2800

If you wish you can use a larger SD card, up to 16GB, in the 2800. To setup the new SD card with the Adventurer you will need to do the following:

1) Copy all the files from the original SD card to the new SD card. The best way to do this is to copy the files from the original SD card to a folder on your computer and then copy the contents of this folder to the new SD card.

2) Licence the new SD card to work with the GPS. To licence the SD card please do the following:

- Insert the new SD card in to the Adventurer 2800 and start Memory-Map on the device. A message will appear saying "The license for resource GPS Features has not been activated". Tap OK and then exit the program by tapping the **Menu** button and then the **Exit** button.

- Connect the 2800 to your PC and then tap the **USB Mass Storage** button. Open Memory-Map on your PC and then click **Help > Licence Management** and then the **SD Card...** button.

- In the window that appears click **GPS Features** in the list so that is highlighted and then click **Activate**. If you are asked to log in enter your user name and password. You may be asked to give the SD card a name so that you can recognise it later, so fill in a unique name for the card if prompted.

If you are asked to **Register A Serial Number** enter the one from the **Installation Guide** in the Adventurer 2800. Once activated, the status of GPS Features should change to Full, No Expiration.

Your card is now ready to use with your Adventurer 2800!

Please be aware that the serial number included with the Adventurer 2800 will allow you to activate the GPS functionality on up to two SD cards. If you wish to move the licence from one SD card to another you can do so by logging into the website below and clicking the Migrate Licence button

http://www.memory-map.co.uk/activate

Additional ready-to-use SD cards, which are pre-licensed are available to buy direct from Memory-Map from

http://www.memory-map.co.uk/adventurer

For support, FAQs and tips and tricks on getting the most out of your Adventurer 2800 and Memory-Map visit

www.memory-map.co.uk/support